

Coming
Soon.

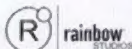


SHAUN MURRAY'S PRO WAKEBOARDER



Available
Now.

EmuMovies



TONY HAWK'S PRO SKATER 4

BURNQUIST | CABALLERO | CAMPBELL | GLIFBERG | KOSTON | LASEK
MARGERIA | MULLEN | MUSKA | REYNOLDS | ROWLEY | STEAMER | J. THOMAS



INSTRUCTION BOOKLET



PRINTED IN USA
ACTIVISION, INC. P.O. BOX 67713, LOS ANGELES, CA 90067

80407/226.05

© 1999-2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision and Pro Skater are registered trademarks and Activision 2, Pro Skater, Pro BMX, Pro Wakeboarder and Sports Revolution are trademarks of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk, Kelly Slater is a trademark of Kelly Slater, Mat Hoffman is a trademark of Mat Hoffman and Shaun Murray is a trademark of Shaun Murray. All other trademarks and trade names are property of their respective owners.

Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo.
TM 2001 Nintendo

ACTIVISION.COM

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.[®]



1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



2 Player
Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



Memory
Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN
BLOOD
MILD LYRICS
VIOLENCE

LICENSED BY

Nintendo

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Controlling the Skater	2
The Skate Shop	5
The Modes of Play	6
Career Mode	7
Multiplayer Modes	7
Saving and Loading	9
Instant Replay	9
The Levels	9
The Pros	10
Create-A-Skater	15
3D Real-Time Skatepark Editor	16
Options Menu	21
Credits	22
Customer Support	25
Software License Agreement	29

CONTROLLING THE SKATER

THE BASIC CONTROLS

Crouching

To make the skater crouch, press and hold the **A** Button. Crouching while skating around will give the skater more speed.

Ollie (or Jump)

To make the skater ollie (or jump), press and release the **A** Button. The ollie can also be performed at the very top of a ramp to increase the height and/or distance (depending on the type of ramp) at which the skater travels.



Grab Tricks

To make the skater perform a grab trick, the skater must first be in the air. Once in the air, press the **X** Button in combination with the +Control Pad. Each direction on the +Control Pad will perform a different grab trick. The longer you hold the **X** Button down during a grab trick, the longer the skater will perform that grab trick and the score will increase over the length of the grab.

Flip Tricks

To make the skater perform a flip trick, the skater must first be in the air. Once in the air, press the **B** Button in combination with the +Control Pad. Each direction on the +Control Pad will perform a different flip trick.

Grind Tricks

To make the skater perform a grind trick, the skater must be near a rail or a grindable surface in the level. First the skater must ollie (**A** Button) and then press the **Y** Button when near the rail/grindable surface to perform a grind.

- 50-50 = When parallel to the rail, press and hold the **Y** Button.
- Nosegrind = Press **↑** on the +Control Pad + the **Y** Button.
- S-O = Press **↓** on the +Control Pad + the **Y** Button.
- Boardslide/Lipslide = Rotate the board perpendicular to the rail and press the **Y** Button.
- Noseslide/Tailslice = Press **←** or **→** on the +Control Pad + the **Y** Button. Rotate the part of the board you want to slide on into the rail.
- Smith/Feeble = Press **↖** or **↗** on the +Control Pad + the **Y** Button.
- Crooked/Overcrook = Press **↙** or **↘** on the +Control Pad + the **Y** Button.

Lip Tricks

To make the skater perform a lip trick, skate straight up a ramp or quarterpipe and press the **Y** Button with the +Control Pad at the lip (or top edge) of the ramp. Press **←** and **→** on the +Control Pad to balance.

Manuals

To make the skater perform a "Manual," quickly press **↑** then **↓** on the +Control Pad. You can also make the skater "Nose Manual" by quickly pressing **↓** then **↑** on the +Control Pad. Press **↑** and **↓** on the +Control Pad during a manual to balance.

Reverts

To make a skater "Revert" when landing back down onto a ramp, press the **R** or **L** Button right as you hit the ramp surface from coming out of an aerial maneuver.

No Comply

To make the skater perform a "No Comply," quickly tap **↑** on the +Control Pad just before tapping or releasing the **A** Button.

THE ADVANCED CONTROLS

Nollie

The "Nollie" is an ollie (or jump) performed on the front of the board instead of the rear of the board. To make the skater perform a "Nollie", first press the **L** Button to get into position, then press the **A** Button.



Switch Stance

The skater will score more points when performing tricks in "switch" stance, which is the opposite of the skater's normal stance. To get into "switch" stance, press the **R** Button.

Wallrides

To make the skater perform a wallride, approach a wall at a 45 degree angle and ollie into the wall while holding down the **Y** Button. Press the **A** Button to wallie. Tap **↑↑** and press the **A** Button to wallplant.

Boneless/Fastplants/Beanplants

To make the skater perform a "Boneless", "Fastplant" or "Beanplant" (varies between pro skaters), quickly tap **↑↑** on the +Control Pad and release the **A** Button.

Spine Transfers

To make the skater transfer over a "spine" (two quarter-pipe ramps placed back to back), press the **R** and **L** Button when launching off of one side of the "spine."

Skitching

To make the skater "skitch" (get pulled along behind a vehicle), press Up when directly behind a vehicle. Press ← and → on the +Control Pad during a "skitch" to balance the skater.

Flatland Tricks

All Flatland tricks stem from the manual (↕, ↘, or ↙). Once in a manual, tapping twice on the X Button, Y Button, or B Button, or any combination of those buttons, will produce a variety of flatland tricks. You must balance the skater during the string of flatland combos using the +Control Pad.

Double Tap Flips and Grabs

Press any direction on the +Control Pad and tap the flip or grab button twice to bust a double or more advanced version of the base trick. These tricks score more points than their base [single tap] tricks.

Grind/Lip Branching

In the middle of a grind or lip trick, tap twice on the X Button, Y Button, or B Button—or any combination—to change your trick.

Powerslide

Press ↘ on the +Control Pad while holding down the R and L Buttons to do a quick 180°.

CONTROL TIPS

- When the skater bails, tap the Nintendo GameCube Controller buttons repeatedly to get up faster.
- Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Tricks menu.
- Special tricks have high point values. Expand your special tricks by playing through Career Mode.

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using "Reverts" and "Manuals". "Manuals" will keep your combo going across flatland ground sections. "Reverts" will keep your combo going from big air tricks off of ramps.
- During a run (unless in Free Skate Mode), every time you repeat a trick, that trick's point value will decrease. To get a high score, you're going to have to think about your "line" and mix up the tricks that you perform.
- Switch tricks are worth more and devalue separately from your regular tricks.
- Try to trick into and out of every grind.

- Use special tricks for huge scores.
- Spinning (540, 720) while in the air performing tricks will net bigger scores. Press L and R Buttons to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Nollie tricks score more points than regular ollie tricks.
- Trick across gaps [the blue text transfers] to maximize your combos.
- Explore the hidden combos to find new tricks.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc.—and use Revert to link them all together. New to *Tony Hawk's Pro Skater*™ 4 are spine transfers and skitching...and you can link those in your combos too!

THE SPECIAL METER AND SPECIAL TRICKS

As you score points in *Tony Hawk's Pro Skater*™ 4, your Special Meter (the meter in the top left of the screen) will fill up. When the meter is glowing yellow, you will be able to perform special tricks that you normally cannot perform. The Special Meter increases as you perform tricks, so you will be able to bust some special tricks in the middle of your first combo.



Special tricks are performed using multiple direction presses on the +Control Pad with the corresponding face button. Try playing through Career Mode to earn more special tricks.

CAMERA CONTROL

You can use the C Stick to move the camera and check out what's around you when you're skating. If you find an angle you really like, you can push down on the R Button and the Z Button and lock the camera into place. Pressing the Z Button down again will release the camera back to the default position.

THE SKATE SHOP

The Skate Shop, or the Main Menu of *Tony Hawk's Pro Skater*™ 4, allows for you to select from all the different game modes in *Tony Hawk's Pro Skater*™ 4. Pressing Up and Down on the directional buttons will move the cursor to the desired menu option. Press the X button to select the menu option highlighted.

THE MODES OF PLAY

CAREER MODE

This mode requires the skater to complete multiple objectives within each level to advance to the next. This mode will allow you to increase your stats, earn new special tricks, collect some cash, gain pro points, unlock new levels, and eventually take on the ultimate pro challenges.



SINGLE SESSION

Choose a level and try to do your best skating within a two-minute session. You can set high scores and new records in this mode. The College is open for skating right from the start. In order to choose alternate levels, you must play through Career Mode to earn access to them.

FREE SKATE

Choose a level and skate as long as you want to. Practice your lines, hit your tricks over and over again, and master the levels prior to trying to set some records in Single Session.

2-PLAYER

If you and a friend are ready to go head-to-head, then you've come to right place. This mode contains many different 2-player games. Note: in order to select 2-Player mode from the Main Menu, two controllers must be plugged into the Nintendo GameCube™.

CREATE-A-SKATER

If you want to be creative, you should try making your own skater. Create-A-Skater allows you to start from scratch and create your very own skater to play with in any mode of *Tony Hawk's Pro Skater™ 4*.

BUILD A PARK

Time to create the skate park of your dreams! Specify the size and name of your park, and start building. You can choose from tons of different pieces.

OPTIONS

This is your one-stop shop for setting all of your preferences and saving or loading your game. You can change the controller configuration, adjust sound settings, check out level records, enter cheat codes or watch movies.

CAREER MODE

In *Tony Hawk's Pro Skater™ 4*, the Career Mode structure has been enhanced from previous versions of the game. When you begin, your skater will start out in "free skate" within the level, meaning that you can explore the level and familiarize yourself prior to beginning your objectives...there will be no time limit, so feel free to skate around as long as you like! You will need to complete goals in each level to progress through the different levels. Eventually, you will want to complete enough goals to attempt your ultimate challenge and become a true pro skater.



VIEWING THE GOALS

There are 16 goals in each level, so you will need to use the "View Goals" option in the Pause Menu to keep track of which ones you've completed.

PRO CHALLENGES

Once you have completed enough goals, you will be presented with your "Pro Challenge," which is the ultimate goal specific to each pro skater. Completing this challenge will unlock additional "Pro" goals throughout all the levels. There are 190 total goals in *Tony Hawk's Pro Skater™ 4*...so you'll have your work cut out for you!

SPENDING CASH

You will be rewarded cash by completing specific goals and finding cash icons as you explore the levels. If you want to get some reward out of all the cash you've earned, return back to the Skate Shop [Main Menu] and select "Spend Cash" from the Career Mode menu. You will be able to buy all sorts of goodies from here...new levels, skaters, cheat codes, clothing options, decks, movies, and special tricks! Spend carefully...the more you save, the better the treats you can buy later!

Note: Secret levels contain goals that can be played in Career Mode. If you purchase a Secret level, make sure you try out all the goals you've also unlocked!

MULTIPLAYER MODES

2-PLAYER

Hook two controllers up and you can play against a friend in split-screen action.

MULTIPLAYER GAMES

Trick Attack

The player with the highest score at the end of the time limit wins!

Score Challenge

New to *Tony Hawk's Pro Skater*™ 4! It's similar to Trick Attack, except there's no time limit and the match ends when the first skater reaches the target score!

Combo Mambo

New to *Tony Hawk's Pro Skater*™ 4!

The player who busts the biggest combo during the time limit wins! Make your combos count, 'cause your highest scoring combo will be your score for the match.

Slap!

This one's easy to explain – the player who slaps the most, wins! When two skaters collide, the faster player stays standing. So bust some tricks to get your Special Meter full, and then start slap smacking those other skaters around!

King of the Hill

There's a crown out there somewhere, and the first player to find it becomes King. While you're King, there will be a crown above your head, and your score – in time – will start counting up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

Tip: Follow the arrow displayed at the top of the screen to locate the crown.

Graffiti

The player with the most "tagged" objects wins! Obstacles are "tagged" with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

Horse

The old classic "H.O.R.S.E." (or the word of your choice) returns! In this one-on-one best trick contest, nail a trick then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, they get a letter. First one to get all the letters tastes defeat!

Note: The Horse game option is only available in 2-Player mode.

Free Skate

Keep it real with a no-time, no-score, and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards.

Note: By default, all online games start out in Free Skate mode.



SAVING AND LOADING

To save a game, you'll need at least 9 blocks of free space available on your Nintendo GameCube™ Memory Card. To check your free memory and/or delete existing games, use the GameCube™ Memory Card Screen.

To load a previously saved game, select **Load Game** from the Options Menu.



INSTANT REPLAY (Single Player Only)

If you want to check out some sick combo you've just landed, select Instant Replay from the Pause Menu. You'll see the last minute or so of your run played back for you. Press **→** on the +Control Pad to speed up the playback, press **←** on the +Control Pad to slow it down. Press **START** to bring up the Replay Menu.

THE LEVELS



College



San Francisco



Alcatraz



Kona





Shipyard



London



Zoo



THE PROS

Tony Hawk's Pro Skater™ 4 features 14 of the hottest professional skateboarders!

TONY HAWK

Hometown: San Diego, CA
Resides: Carlsbad, CA
Stance: Goofy

A household name, Tony Hawk is the best known Action Sports athlete in the world. Almost single-handedly, he's opened the door to a whole new attitude in competitive sports. And he did it with a smile. All that fame hasn't gone to his head. He's still a good guy who happens to be able to do a 900. And he stays on top by continually going further with new tricks and new records.



BOB BURNQUIST

Hometown: Rio de Janeiro, Brazil
Resides: Sao Palo, Brazil
Stance: Regular

Fluent in Portuguese and switchstance, Bob Burnquist won't accept the status quo. He keeps pushing himself to do more, no matter what the cost. Originally from Rio de Janeiro, Burnquist has easily made the transition to North American and world professional skater. Can you do a Burntwist?



STEVE CABALLERO

Hometown: San Jose, CA
Resides: San Jose, CA
Stance: Goofy

He has the maturity of a Zen master and the enthusiasm of a kid with a new toy. Steve Caballero has been around the block. And down the stairs. And over the pipe. Caballero invented some of pro boarding's signature moves in his long and illustrious career. He's a year-round skater who rips on all terrain—street, vert, and parks. If you get a chance to see this patriarch ride, take notes.



KAREEM CAMPBELL

Hometown: Harlem, NY
Resides: Los Angeles, CA
Stance: Regular

An authentic big city skater with smooth moves and smart tricks, Kareem Campbell is a man to watch for. He may be ripping up the subways of New York City or tearing around the beach towns of Southern California. Wherever, whatever. Campbell knows his moves and keeps it real. He's not in it for show. His moves are authentic urban professional skating at its finest.



RUNE GLIFBERG

Hometown: Copenhagen, Denmark
Resides: Costa Mesa, CA
Stance: Regular

A champion vert skater, Rune Glifberg left Denmark to join the pro circuit becoming one of skating's most versatile professionals. He gets sick air on pipes, and shines everywhere else you can roll a skateboard. Be it on the street, up the rails, or anywhere else, Rune Glifberg is the real deal.



ERIC KOSTON

Hometown: San Bernardino, California
Resides: Hollywood, CA
Stance: Goofy

Eric Koston: a professional skater that owns the hearts and minds of fans everywhere. His skills are mad: always new, always smooth, and always terrific. Show him a new trick and he'll bust it—better. His moves are liquid. Koston makes professional skating look like child's play.



BUCKY LASEK

Hometown: Baltimore, MD
Resides: Carlsbad, CA
Stance: Regular

Bucky's made a name for himself and christened quite a few tricks in his impressive career. He doesn't need smooth bowls and perfect pipes—he can trick off anything you've got no matter how hard or how high. Skateboarding Mecca Carlsbad, CA is lucky they've got Bucky.



BAM MARGERA

Hometown: Philadelphia, PA
Resides: West Chester, PA
Stance: Regular

This guy's got a following you wouldn't believe. His "take no prisoners" skating makes Bam a real poster boy for America's youth. Let's just hope he stays out of the teen mags and stays on the tour. Bam Margera is young, strong, and can slam on the board. Keep an eye out for his movies and videos. What's another way to say donkey?



RODNEY MULLEN

Hometown: Gainesville, FL
Resides: Hermosa Beach, CA
Stance: Regular

He's built a foundation for street skating with scores of world titles. If you want to become a street skater, you've got to study the basics. Rodney Mullen wrote the book and named many of the tricks that are today's mainstays in competition. If there's something he can't do with a street and a skateboard, we don't know about it.



CHAD MUSKA

Hometown: Loraine, OH
Resides: Woodland Hills, CA
Stance: Regular

He's no wallflower. Muska is out there and running with the top dogs in skating—and practically everything else. Great at meeting and greeting, he's near perfect at on-board shredding and hard core tricks. Watch for him in videos, music, and schmooze-fests. You won't be disappointed; Muska's always red hot.



ANDREW REYNOLDS

Hometown: Lakeland, FL
Resides: Huntington Beach, CA
Stance: Regular

It's a bird! It's a plane! It's Turtle Boy! No need to duck when this superhero takes flight. Andrew Reynolds made his way up the ranks with big air. I mean BIG AIR. Reynolds defies gravity with his street heights and rail flights. He raises the limits of pro boarding's air possibilities.



GEOFF ROWLEY

Hometown: Liverpool, England
Resides: Huntington Beach, CA
Stance: Regular

Hailing from the land of Big Ben, Geoff Rowley moved to California to try and find some competition. He's still looking. What do you expect? It's near impossible to go up against this psycho street shredder. Sharp edges and stone slabs don't scare him away from some of the most captivating street tricks ever performed. Rowley doesn't need a pro event to top the charts. He does it down on the streets.



ELISSA STEAMER

Hometown: Fort Myers, FL
Resides: Huntington Beach, CA
Stance: Regular

A picture's worth a thousand words, and this skater's picture-perfect. She rises above the preconceptions about street skating and blows the competition away. Sick tricks, big air, and hard knocks—that's what skating's about. Steamer's her name, and powerhouse riding's her game.



JAMIE THOMAS

Hometown: Dothan, AL
Resides: Encinitas, CA
Stance: Regular

Shove. Shove harder. Keep shoving 'till the boundaries of "what can be done on a skateboard" are destroyed. Jamie Thomas doesn't believe in "can't." He laughs at "impossible." There's no rail or gap in the world that he won't conquer. This is a skater for the new millennium. He's going to lead us where no one has gone before.



CREATE-A-SKATER

NOTE: Activision Customer Support cannot troubleshoot user-made skaters.

EDIT SKATER

In *Tony Hawk's Pro Skater* 4 you can create nearly any kind of skater you can think of. Create your own skater—then go online to show off your look!

Note: You cannot change or customize certain items with other items. There are multiple categories of options to edit your skater with. Inside each category are sub-menus of options. The categories are as follows:

- Information – Set name, hometown, stance, push style, and age of your skater.
- Head Options – Choose faces, hair style and color, hats, and glasses.
- Torso Options – Choose shirt style, logos, backpack, and accessories.
- Leg Options – Choose your pants, socks, and shoes.
- Tattoo Options – Choose head, chest, back, arm, and leg tattoos.
- Scale Options – Scale the size of your skater.
- Pad Options – Choose helmets, elbowpads, and kneepads.
- Board Options – Change your deck graphic, griptape style, and wheel color.



Secret Gear—Buy some secret items to add to the list!

EDIT STATS

Stats increase your skater's performance. There are ten types of stats for each skater, both pro and created skaters.

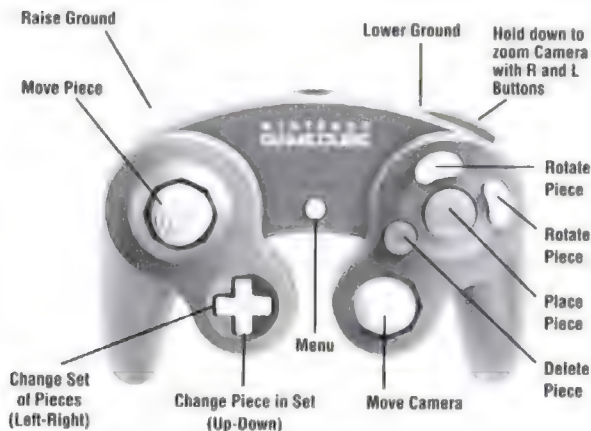
- Air – Affects the boost you get when you catch air.
- Hang Time – Affects the length of time you stay in the air.
- Ollie – Affects how high you jump on flat ground.
- Speed – Affects your top speed on the ground.
- Spin – Affects the speed at which your character rotates in the air.
- Switch – Determines how well you skate when you are skating switch. When switch stats are full at 10, the skater will be equally skilled regular and switch.
- Flip Speed – Affects how fast you can perform flip tricks.
- Rail Balance – Affects your ability to balance on rails.
- Lip Balance – Affects how well you balance during lip tricks.
- Manual Balance – Affects how well you balance during manuals.



Tip: In Career Mode, stats that are earned can be tweaked and rearranged any way you like. (Default stat settings cannot be changed.) Collect the stat points by completing goals in Career Mode, and increase your stats until all categories are full.

3D REAL-TIME SKATEPARK EDITOR

DUALSHOCK®2 analog controller configurations



Tony Hawk's Pro Skater™ 4 has one of the most advanced level editors ever created, letting you use ramps, rails, pools, fun boxes, obstacles and quarterpipes to create dream parks in real-time.

NOTE: Activision Customer Support cannot troubleshoot user-made editor parks.

BASIC CONTROLS

The currently selected piece acts as your "cursor" as you use the control stick to move the piece around your park. The X Button rotates the piece and the A Button places it down. The Y Button will erase any pieces intersecting with the current piece.

CHANGING PIECES

Use the +Control Pad to select pieces. Up and Down on the +Control Pad allows you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left hand corner of the screen. Once you've selected a category, Left and Right on the +Control Pad scrolls you through the pieces available in that category. The name of the selected piece is listed above the piece at the top of the screen.

RAISING AND LOWERING THE GROUND

Use the L and R Buttons to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, like the "S Bowl" in the "Pools" category, then press the L or R Button to raise and lower large sections of your park at once.

CATEGORIES AND PIECES

Explore the various categories of pieces before you start creation of a park. The categories of pieces in *Tony Hawk's Pro Skater™ 4* include:

- Restarts
- Gap Placement
- Big Pools
- QPs and Spines
- Buildings and Trailers
- Funboxes 1
- Funboxes 2
- Grind Objects
- Funboxes Generic
- Benches
- Walls
- Quarter Pipes



- Railed Quarter Pipes
- Pool Parts
- Rails
- Rail Side
- Slopes
- Slopes with Rails
- Stairs
- Stairs with Rails
- Greenery
- Miscellaneous

OTHER CONTROLS

Pressing **START** will bring up the Park Editor Menu.

Holding the **Z** Button and moving the **C** Stick will zoom the camera in and out.

THE PARK EDITOR MENU

While building, press **START** to access the Park Editor Menu.

- **Continue** – Continue where you left off in the park editor.
- **Test Skate** – Places you in your created park with the last character you played with and allows you to test out your creation.
- **Switch Theme** – There are two themes to choose from and the theme can be changed at any time. It will not erase or affect the layout of the park.
- **Resize Park** – Adjust the size of your park.
- **Nuke Park** – This will totally clear the park so that you can start over...if you must!
- **Save Park** – Save your park to a memory card. The name you save under will become the name of your park.
- **Load Park** – Load a preciously created park from a Nintendo GameCube™ memory card.
- **Load Premade Park** – Allows you to load a pre-built park included with *Tony Hawk's Pro Skater™ 4*. You can learn a lot about park layout by looking at the included parks, and can erase and rebuild parts of them.
- **Quit** – This will take you back to the Main Menu.



Tip: To select a different character or to play in a different mode, first Save your park, then quit to the Main Menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible.

RESTART POINTS

- **Player 1 Start** – The green object marked "1P" is the Player One start point. This piece will mark the starting point for player one. Only one can be placed in a level.
- **Player 2 Start** – The red object marked "2P" is the Player Two start point. The Player Two start point works the same way; it marks where the second player will start in a multiplayer game.
- **Horse Start** – These mark the starting positions in a Horse game. The Player One start point also doubles as a Horse start point. Only six Horse start points can be placed in a level.

GAPS

When a difficult jump or maneuver is done over a gap, extra points are earned. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything – a jump from one ramp to another, a transition across two quarterpipes far away from each other, grinding a long, kinked rail, or even manualing across a particularly tough table.



Creating Gaps

Gaps always link two objects together. In the Editor, use the Gap Tool to select the first piece involved in the gap. Then select the second piece to complete the gap. Each piece of the gap will now have a "gap poly" attached to it. The gap poly looks like a white, wireframe "wall" attached to the piece. In order to achieve a gap in the game, the player must jump through one gap poly, and pass through the other side of the gap poly before landing.

Put the Gap Tool over a piece with a gap attached to it to modify that piece's "gap poly." The **X** Button will rotate the gap poly to a different side of the piece. The **L** and **R** Buttons will modify the dimensions of the currently selected gap. Press the **A** Button to access that gap's Gap Menu.

The gap's name will be shown at the bottom of the screen when a player completes the gap in the game.

*Tip: You can always get back to the Gap Menu by placing the Gap Tool over a piece shaded blue and pressing the **A** Button.*

You can erase a gap by placing the Gap Tool over a piece involved in the gap and pressing the Y Button. This will remove both sides of the gap.

EDIT TRICKS

Note: Activision Customer Support cannot troubleshoot user-made tricks.

While you're hanging in the skate shop, or skating in the game, you can always edit your tricks. Swap tricks around until you find a perfect set to your liking.

To change a trick assignment, select the trick category that you want to edit (Grab Tricks, Flip Tricks, Lip Tricks, and Special Tricks). Select the trick you want to assign to a trick slot, then select the button combination that you want to assign to that trick.

SPECIAL TRICKS

Special tricks always require at least three button presses. All skaters start out with only four special trick slots, but as you complete goals in Career Mode, you can earn up to seven more slots.

OPTIONS MENU

- **Save Game / Load Game** – Please see the Saving and Loading section of the manual.
- **Control Setup** – Allows customization of controller settings:
 - ✦ **Rumble** – Turn vibration On or Off (defaults to On).
 - ✦ **Autokick** – Select On for automatic acceleration of your skater. Select Off for manual acceleration. If turned Off, use the B Button to kick (defaults to On).
 - ✦ **180 Spin Taps** – Selecting On will change the way R and L Buttons work in the game. When Spin Taps are active, you need only tap the R or L Buttons to rotate your skater in fixed 180 degree increments (defaults to Off).
- **Sound Options** – Allows customization of various sound related options:
 - ✦ **Songs** – Toggle the soundtrack to play Random or In Order.
 - ✦ **Skip Track** – Allows you to skip the current track.
 - ✦ **Playlist** – Displays all the music tracks on the soundtrack. You can decide which tracks you want to hear and which you do not.
 - ✦ **Music Level** – Adjusts the volume of the music tracks.
 - ✦ **Sound Level** – Adjusts the volume of the sound effects in game.
- **Taunt Options** – Allows the user to customize the skater's taunts. There are four taunts that can be edited (button controls are displayed with taunts).
- **Blood** – Allows the user to turn the blood effects On or Off.
- **High Scores** – You can view all of the highest scores in the game. Toggle left and right to see all the levels. Each level has 5 Best High Scores and 5 Best Combos, as well as Longest Grind, Longest Manual, Longest Lip, and Longest Combo.
- **Cheat Codes** – This is where you enter those secret codes from magazines and online fan sites. You don't think we're going to tell you what they are, do you?
- **Movies** – View all of the movies that you purchase or unlock.
- **Credits** – See all of the names of the people that made this game possible.



CREDITS

DESIGNED & DEVELOPED BY

Neversoft Entertainment

NEVERSOFT THPS4 TEAM

Jon Bailey, Ted Barber, Brad Bulkley, Dave Cowling, Ralph D'Amato, Lisa Davies, Mike Day, Peter Day, Zac Drake, Chad Findley, Alan Flores, Steve Ganem, Kurt Guierrez, Kendall Harrison, Jim Jagger, Brian Jennings, Gary Jessandun, Joel Jewett, Sandy Jewett, Henry J. Garrett Josi, Larry Liberty, Adam Lippmann, Logan, Dana MacKenzie, Andy Marchal, Ryan McMahon, Kevin Mulhall, Nolan Nelson, Johnny Ovi, Chris Peacock, Joe Pease, Scott Pease, Chris Rausch, Paul Robinson, David Rowe, Mark L. Scott, Aaron Skillman, Chawwa Steel, Darren Thorne, Jason Uyeda, Todd Wahoske, Chris Ward, Mick West

ADDITIONAL ART, DESIGN, AND PRODUCTION WORK

Jeremy Anderson, Aaron Cammarata, Edwin Fong, Christopher Glenn, Noel Hines, Junki Saita

NEVERSOFT THANKS

Mike Valley, Mat Hoffman, Rick Thorne, Todd Falcon, Martin Ramos @ Kona, Mrs. Ramos @ Kona, Old Star Skateshop, Skatelab [Simi Valley], All SN Systems, Lori @ Dolby, Kristoffer @ Dolby, Mike Degler @ Brady, Ken Schmidt @ Brady, Doug Walsh, Keith Arem @ PCB, Mitch Soule @ RAD, Nelson @ Sonic Fusion,

Graham Fuchs, Stacey Ytharte, Planet Tony Hawk.com, And those who have supported THPS4 online play!

CHECK OUT TODD FALLON AT

www.toddafalcon.com

Published By

Activision Publishing, Inc.

EXECUTIVE PRODUCER

Mike Ward

PRODUCER

Stacey Drellishak

ASSOCIATE PRODUCER

Lindsey Hayes

MUSIC SUPERVISION

Nelson Bae, Lori Lehman, Sonic Fusion

SOUND EFFECTS

Keith Arem, PCB Productions

SKATEBOARDER VIDEO SUPERVISION AND EDITING

Josh Friedberg, 411 Video Productions

INTRO MOVIE

Jenny Bright, Spheric Productions

VIDEO COMPRESSION AND EDITING

Chris Hepburn, Kenny Ramirez, Forward Never Straight Productions

KONA USA

Martin Ramos, www.sk8kona.com

CHICAGO LEVEL CREATED BY

Rainbow Studios for Mat Hoffman's Pro BMX 2

THANKS TO

Vincente Baez, Peter Choi, Eric Clark, Thomas di Cosola, Dakota Jones, Troy Perry, Roman Stepanov, Brian Westergaard, Brian Bright, Chip Bumgardner

V.O. ACTORS

Larry Cedar, Mat Hoffman, Jenna Jameson, Atha Jefferson, Daniel Joseph, Sean Lesure, Tara Strong, Rick Thorne, Wally Wingert, Dave Wittenberg

SKATERS

Tony Hawk, Bob Burnquist, Steve Caballero, Kareem Campbell, Rune Giffberg, Eric Kostan, Bucky Lasek, Ben Margera, Rodney Muller, Chad Muska, Andrew Reynolds, Geoff Rowley, Elissa Steamer, Jamie Thomas

Activision Studios

E.V.P., WORLDWIDE STUDIOS

Larry Goldberg

V.P., NORTH AMERICAN STUDIO

Dave Stahl

Activision Marketing and Brand Management

E.V.P., GLOBAL PUB & BRAND MGMT

Kathy Vrebeck

V.P., GLOBAL BRAND MGMT.

Will Kassoy

DIRECTOR OF GLOBAL BRAND MGMT.

David Pokress

ASSOCIATE BRAND MANAGER

Michael Chiang

MANAGER, CORPORATE COMMUNICATIONS

Ryh-Ming I. Poon

Creative Services

V.P., CREATIVE SERVICES

Denise Walsh

MANAGER, CREATIVE SERVICES

Jill Barry

PACKAGING DESIGN

Imagewerks

MANUAL DESIGN & LAYOUT

Ignited Minds, LLC

ACTIVISION LEGAL

George Rose, Greg Deutsch, David Kay, Carolina Trujillo

Activision Quality Assurance/Customer Support

PROJECT LEAD

John Rosser

SENIOR PROJECT LEAD

Ben DeGuzman

MANAGER, CONSULT TESTING

Joe Favazza

MANAGER, NIGHT SHIFT

Adam Hartfield

FLOOR LEAD

Jesse Shannon

NIGHT CREW LEAD

Michael A. Marzola

DATABASE COORDINATOR

Lee Theriaume

TEST TEAM

Michael Lashever, Brett Adams, Daniel Javed, Vyente Ruffin, Clint Baptiste, Brian McCohn, Scott Zimmerman, Dave Padilla, Jack Wright, Mike Caldwell, Adam Tortolano, Francis Guese, DeMarco Scott, Mike Ortiz, Tony Rodriguez, Anthony Gordon, Keefe Kwan, Jim Robles, Justin Hannah, James Patton, Taylor Livingston, Brandon Norton, Matt McPherson, Edward Vernon, Vanessa Bosick, Ty Walker, Rami Burpee, Michael Manzano, Jeff Birdsall, Mike Wesby, Kop Tavoramas, Ryan Ramsey, Hubert Cheng, Kerry Marshall, Ilya Vaynsheyn, John Phu, Jesse Shannon, Steve Peterson, Nick Falzon, Ian Moreno, Glenn Vislante, Henry Villanueva, Jason Poffler, Jeremy Richards, Frank Veszque, Monzelle Boazier, Monsar Middleton, Kevin Moore, Brad Arnold, Ryan Whearty, Susan Helm, Maurice Wilson, Sean Wiedeman, Jesse Rodriguez, Fletcher Brennan, Peter Beal, Indra Siswanto, Rich Bormley, Alex Epstein, Aaron Justman

CUSTOMER SUPPORT MANAGER

Bob McPherson

CUSTOMER SUPPORT LEADS

Rob Lim, Gary Bolduc, Mike Hill

QA SPECIAL THANKS

Jim Summers, Jason Wong, Tim Vanlaw, Nadine Theuzillot, Ed Clune, Marilena Rinford, Matt McClure, Simon Gibson,

Chris Keim, Indra Sunawan, Marco Scataglini, Todd Komosu, Mike Beck, Jeremy Gage, Willie Bailton, Chad Siedhoff, Jennifer Vitelli, Sarah Papin, Kari Papin, Shawn Scotland, Mary Dunn, Nick Favazza, Mike Rixford, Alex Coleman, Omar Valentine, Doug Mirabello, Jade Kimbrough

ACTIVISION SPECIAL THANKS

Simon Jeffery, Kenny Ochoa, Sanctuary Music Group, Bryan Ridgeway, Lance Mountain, Ty Evans, Ian Deacon, Fred Mortagne, Daniel Harold Sturt, Ed Templeton, Arto Saari, Luke McKurdy, Bill Weiss, DJ King of Skate, Jennisas Entertainment

PRODUCTION SPECIAL THANKS

Mom & Dad, Dave Anderson, Brian Bright, Chip Bumgardner, Shawn Capistrano, Irwin Chen, Paula Cuneo, Jim Desmond, Simon Ebeyer, Michael Fletcher, Graham Fuchs, Adam Goldberg, Eric Koch, Kragen Lum, Maclean Marshall, Chuck Park, Jeff Poltenberger, Stacy Rivas, Jairo Silva, Jesse Smith, Trey Smith, Stacy Sooter, John Sweeney, Nicole Willick, Kelly Byrd, The D'Arcy Team, John Diullo, Paul Stephens, Derek Kroeger, Katy Hayes

SPONSORS

Adio, Axion, Baker Skateboards, Billabong, Bink, Birdhouse, Skateboards, Bootleg Skateboards, (aka, City Stars, CKY, Dolby, Dragon, Ophus, Element Skateboards, Emerca, Enjai Skateboards, Es, Etnies, Flip Skateboards, Four Star, Genetic, Girl Skateboards, Globe, Hawk Clothing, Hawk Shoes, Hurley International, Independent Truck Co., Kona Skatepark, Melodia cafe & restaurant, Monster Trucks, Muskabatz, Old Star Skateshop, Powell/Bones Brigade Skateboards, Quicksilver, Richa Wheels, Sessions, Shorty's Skateboards, Skatelab, Tensor Trucks, The Faction, The Firm, TSA, Valley Skateboards, Vans, Volcom, Zero Skateboards.



Uses Blink Video Copyright © 1997-2001 by RAD Game Tools, Inc.

Nokia, Connecting People, and the Original Accessories logo are registered trademarks of Nokia Corporation and/or its affiliates.

MUSIC CREDITS

"Big Shots"
Performed by Eyedea and Abilities
Written by S. Keligan, M. Averil
Published by Eyedea & Abilities
[p] 2001 Rhymesayers Entertainment LLC
Courtesy of Rhymesayers Entertainment

"Daddies of 0's"
Performed by De La Soul
Written by David Jobocur, Vincent Mason, Kevin Mercer, Paul Huston, Tom Warts
Published by T-Girl/Daisy Age Music as administered by Warner-Tamerlane Publishing Corp. [BMI], Six Pines Music Corp. [BMI], Prime Pawl Music [BMI], Fifth Floor Music [ASCAP]
[p] 1991 Tommy Boy Music
Produced under license from Rhino Entertainment Co. by arrangement with Warner Special Products
All rights reserved. Used by permission.

"Mass Appeal"
Performed by Gang Starr
Written by Christopher Martin, Keith Elam
Published by Gifted Pearl Music [ASCAP] and Ill Kid Music [ASCAP] as administered by EMI Music Publishing
[p] 1994 Chrysalis
Courtesy of Virgin Records America, Inc.

"Beach Blanket Bongout"
Performed by JFA
Written by Brian Brannon, Michael Cornelius, Mike Sversvold, Don Redondo
Published by IFAMUSIC (DM [BMI])
[p] 1981 Placebo Records
Courtesy of Placebo Records

"Manthem"
Performed by Bouncing Souls
Written by Greg Attonito, Bryan Kenlen, Michael McDermott, Pete Steinkopf
Published by Universal/MCA Publishing [p] 2001 Epiaph/Courtesy of Epiaph
"I'm a Star"
[featuring Grandmaster Melle Mel]
Performed by Muska Beats
Written by Chad Muska
Courtesy of 1-2-1-2 Records

"Verses of Doom" [featuring Jeru the Damaja]
Performed by Muska Beats
Written by Chad Muska
Courtesy of 1-2-1-2 Records
"Bodycrack" [featuring Biz Markie]
Performed by Muska Beats
Written by Chad Muska
Courtesy of 1-2-1-2 Records

"Anarchy in the U.K."
Performed by Sex Pistols
Written by Glen Matlock, Paul Cook, Steve Jones, John Lydon
Published by Warner Chappell Music Ltd. (PRS) and Sex Pistols Residuals (ASCAP), as administered by WB Music Corp. [ASCAP] Gifted Pearl Ltd., Careers BMG Music Publishing, Inc. [BMI]

"My Addies"
Performed by Run DMC
Written by Darryl McDaniel, Rick Rubin, Joseph Simmons

[p] 1977 Warner Bros. Records, Inc./Virgin Records Ltd.
Courtesy of EMI Film & TV Music
Produced under license from Warner Bros. Records, Inc. by arrangement with Warner Special Products
All rights reserved. Used by permission.

"Express Yourself"
Performed by N.W.A.
Written by Charles Wright
Published by Warner-Tamerlane Publishing Corp. [BMI] and Music Power [BMI] as administered by Warner-Tamerlane Publishing Corp. [BMI]
[p] 1988 Priority Records, Inc.
Courtesy of EMI-Priority Records under license from EMI Film & Television Music
Featuring samples from the Charles Wright & The Watts 103rd Street Rhythm Band recording "Express Yourself" produced under license from Warner Bros. Records, Inc. by arrangement with Warner Special Products
All rights reserved. Used by permission.

"Spokesman"
Performed by Goldfinger
Written by John Feldman
Published by Vegan Boy Music [ASCAP]
[p] 2002 ZMO Corporation
Courtesy of MojoLive Records

"We Country"
Performed by U.S. Bombs
Written by Kerry Martinez, Duane Peters
Published by World War Music [ASCAP] and Dr. Jeuss Music [ASCAP]
[p] 1989 Helical Records
Courtesy of Helical Records

"House of the Rising Drum"
Performed by Delinquent Habits
Written by Martin/Thomas/Martinez
Published by Memory Lost Music/Kemomh Music/Graveyard Shift Music [ASCAP] as administered by Music of Windswept [ASCAP]
[p] 1999 Station 13 Records, Inc.
Courtesy of Windswept Pacific

"Death Alley"
Performed by Zeke
Written by Donald Hales, Ronald Pierce, Abe Riggs, Richard Yalowitz
Published by Aces & Eights/Zeke
[p] 2001 Aces & Eights Records
Courtesy of Aces & Eights Records as administered by Sub Pop Records

"Dig That Groove Baby"
Performed by Toy Dolls
Written by Michael Algar
Published by Maxwoud Music
[p] 1983 Sanctuary Records Group Ltd.
Courtesy of Sanctuary Records Group

Published by Protons, Inc. [ASCAP]
[p] 1986 Profile Records, Inc.
Courtesy of Profile/Arista under license
from BMG Music Group

"Skate and Destroy"
Performed by The Faction
Written by Steve Caballero,
Gavin D'Brien, Adam Segal
Published by Tenebrae Music [BMI]
Courtesy of IM Records

"Drunk Lullabies"
Performed by Flagg Molly
Written by Dennis Casey, Matthew
Hensley, David King, Nathan Maxwell,
Bridget Regan, George Schwindt
Published by ZGF RPM, Inc.
[p] 2002 Side One Dummy
Courtesy of Side One Dummy

"The Number of the Beast"
Performed by Iron Maiden
Written by Stephen Harris
Published by Iron Maiden Holdings Ltd.
[adm. by Zomba Enterprises Inc. [U.S. &
Canada] [ASCAP] and by Zomba Music
Publishers Ltd R.O.W.
[p] 1982 Iron Maiden Holdings Ltd.
Courtesy of Sanctuary Records Group

"Seneca Falls"
Performed by The Distillers
Written by Brody Armstrong
[p] 2002 Helicat Records
Courtesy of Helicat Records

"Bad Fun"
Performed by The Cult
Written by Ian Robert Ashbury,
William Henry Duffy
Published by Tayminister Limited [PRS]
and Screenchoice Limited [PRS] as
administered by Chappell & Co. [ASCAP]
[p] 1986 Beggars Banquet Records Limited
Licensed courtesy of Beggars Banquet
Records Limited. www.beggars.com
All rights reserved. Used by permission.

"Snimmy"
Performed by System of a Down
Written by John Dolmayan, Darin Malakian,
Shavo Odadjian, Serj Tankian
Published by Ddevil Music as administered
by Sony/ATV Tunes LLC
[p] 2001 Sony Music Entertainment, Inc.
Courtesy of Columbia Records by arrangement
with Sony New Media Licensing

"Labor"
Performed by Aesop Rock
Written by Ian Bavitz
Published by Bazooka Music [SESAC]
[p] 2001 Definitive Jax Records
Courtesy of Definitive Jax Records
All rights reserved. Used by permission.

"TNT"

Performed by AC/DC
Written by Bon Scott, Angus Young,
Malcolm Young
Published by J. Albert & Sons [USA], Inc. as
administered by Carlin America
[p] 1976 J. Albert & Sons (Pty) Ltd.
Produced under license from Elektra
Entertainment Group by arrangement with
Warner Special Products

"Simple Song"
Written and Performed by Avail
From The Lookout! album "4AM Friday"
Courtesy of Lookout! Records
By arrangement with Ocean Park Music
Group
www.lookoutrecords.com

"Savoir Faire"
Performed by Rocket From The Crypt
Written by John Reis
Published by Mr. Buttermaker Painting
[BMI] [p] 2001 Vagrant Records
Courtesy of Vagrant Records under license
fromTVT Records

"Wheelin' and Dealin'"
Performed by Loopback
Written by Jack Brown, Odis Jackson,
Romeo Jimenez
Published by Madlibinvasion [BMI]
[p] 1999 Stones Throw Records
Courtesy of Stones Throw Records

"All My Best Friends Are Metalheads"
Performed by Less Than Jake
Written by Peter Anna, Vinnie Fiorello, Roger
Manganello, Derron Nuhfer, Buddy Schaub
Published by Sarcastic Sugar Music
[ASCAP]
[p] 1998 Capitol Records, Inc.
Courtesy of Capitol Records, Inc. under
license from EMI Film & Television Music

"Freightliner"
Performed by Hot Water Music
Written by Jason Black, Chuck Ragan,
George Rebelo, Chris Wollard
Published by Nudie Magazine Day [SESAC],
Lockgroove [SESAC], I Like Mine Slow
[SESAC], Gilderdoneson [SESAC]
[p] 1997 No Idea Records
Courtesy of No Idea Records
From the album "Fuel for the Hate Game"

"By The Time I Get To Arizona"
Performed by Public Enemy
Written by Carlton Ridenhour, Gary
Rinaldo, Hank Shocklee
Published by Reach Global, Inc. [BMI],
Subfunk Music [BMI], Songs of Universal,
Inc. [BMI]

[p] 1991 Island Records, Inc.
Courtesy of
The Island Def Jam Music Group
Under license from Universal Music
Enterprises, Inc.

"Non Compos Mentis"

Performed by Haiku De Etal
Written by Aceyalone, Nikah 9, Abstract
Rude, Adrian Burley
Published by Smacked Yak Publishing
Courtesy of Smacked Yak Pure Hip-Hop, Inc.

"Giant"
Performed by Nebula
Written by Mark Abshire, Eddie Glass,
Ruben Romano
Published by Volcanic Pineapple
[p] 2001 Sub Pop Records
Courtesy of Sub Pop Records

"Blackball"
Performed by The Offspring
Written by Bryan Holland
Published by Gamete Music Inc. [BMI]
[p] 1989 Nitro Records

"Bloodstains (Darkness Version)"
Performed by Agent Orange
Written by Mike Palm
Published by Covina High Music [BMI] as
administered by Peer Music Ltd. [BMI]
[p] 1981 Posh Boy Music
Courtesy of Posh Boy Music

"Bad Dreams"
Composed and Performed by Jai Plus
Courtesy of City Stars

SONICFUSION WOULD LIKE TO THANK THE FOLLOWING FOR ALL THEIR HELP WITH THE MUSIC IN THIS GAME

Egon Alapatt, John Anderson,
Bill Armstrong, Brady, Benton,
Tony Beram, Stephanie Brownstein,
Michael Closter, Jennifer Crosby,
Keith D'Arcy, Kim Draper,
Hywel Evans, Bernadette Faddoul,
Stacy Fass, Jesse Ferguson,
David Ferreria, Robbie Fields, Jon Fine,
Esther Friedman, Sonya Galvin,
Eddie Glass, Jennifer Goodman,
Michael Guarracino, David Landau,
Wayne Ledbetter, Abby Lin,
Manny Lorenzo, Deborah MacCulloch,
Doug Mark., Craig Marshall,
Mary McBowell, Steve Morgan,
Melissa Munana, Kenny Ochoa.,
Tonya Puerto, Victor Rodriguez,
Shawn Rogers, Gary Schwindt,
Adam Segal, Siddiq, Dana Sims,
Lisa Socransky, Jason Swan,
Don Terbush, Clive Willis

and special thanks to
Stuart Prager, Esq.

CUSTOMER SUPPORT

**NOTE: Please do not contact Customer Support for hints/codes/cheats;
only technical issues.**

Internet/E-Mail: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information
available. We update the support pages daily so please check here first for
solutions. If you cannot find an answer to your issue you can email us using
the support form. A response may take anywhere from 24-72 hours
depending on the volume of messages we receive and the nature of your
problem.

NOTE: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most
frequently asked questions at the above number. Contact a Customer Support
representative at the same number between the hours of 9:00 am and 5:00
pm (Pacific Time), Monday through Friday, except holidays.

**Please do not send any game returns directly to Activision without
first contacting Customer Support.**

It is our policy that game returns/refunds must be dealt with by the retailer or
online site where you purchased the product. Please see the Limited Warranty
contained within our Software License Agreement for warranty replacements.

Send Correspondence for Tony Hawk to:

Tony Hawk Fan Club

31878 Del Obispo, Suite 118-602

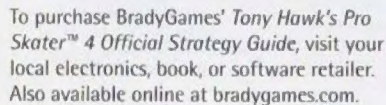
San Juan Capistrano, CA 92675

Or visit: www.clubtonyhawk.com.

AIR ON THE PRO SIDE...



- Game Basics and Complete Walkthrough.
- Detailed Level Maps.
- Game Secrets Revealed!
- **Signature Series Guide** features history of the *Tony Hawk's Pro Skater™* series, bios of all the skaters, interviews, and more!



PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK



BRADYGAMES®
TAKE YOUR GAME FURTHER™



QIUM.

***the best skateboarding
video magazine
on the planet.***

clip of the week

411VM.com



VHS

© 1999-2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision Q2, Pro Skater and Sports Revolution are trademarks of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. Developed by Neversoft Entertainment, Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



Synchronized backside lipslide anyone?

Brand new vids from Tony Hawk:



See things differently.

Plus, enjoy these:

- Trick Tips Vol. I & Vol. II
- One Step Beyond
- OP King Of Skate
- The End
- Destroying America

www.redline-entertainment.com © 2002 Redline Entertainment. Available on DVD or VHS



REDLINE
ENTERTAINMENT

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP: At title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

PROGRAM UTILITIES: This Program contains certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of the Program Utilities is subject to the following additional license restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of your receipt of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any COM, EXE or DLL files or to any other executable Product files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licenses granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties.
- All New Game Materials must contain prominent identification at least in any on-line description and with reasonable duration on the opening screen: (a) the name and E-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION."

LIMITED WARRANTY: Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect; (the problems) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per CD or DVD replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supercedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.